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**GAME BOARD AND GAME HAVING A
TOURING BAND THEME**

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GAME BOARD AND GAME HAVING A TOURING BAND THEME

FIELD OF THE INVENTION

The present invention relates to game boards and games, and more particularly to a game board and game that carries a theme of a touring band.

BACKGROUND OF THE INVENTION

Game boards and games played on game boards have long provided much enjoyment and pleasure for people of all ages. These games boards and games that have been enjoyed in the past have been of various types and have carried many different themes and in the end have involved many objectives. It may be difficult to precisely identify what makes one game board and game more successful than another. However, we do understand and appreciate that game boards and games that have the ability to focus the attention of individuals over a significant time period, say for example, an hour or more, do generally enjoy significant commercial success. In their own way, these game boards and games sometimes border on addiction as individuals are able to have fun and enjoyment playing the games for hours at a time. In terms of what contributes to the attractiveness of a game board and a game played on the game board, this may vary from game to game, but in most cases it is probably a combination of a number of factors. Certainly game boards and games that require skill in order to be efficient in playing the game has appeal. But equally appealing is a game board and game that tends to intermix skill and luck in such a fashion that one player is not able to dominate the game based on skill alone and that various combinations of skill and luck combined can over the long run provide for exciting, challenging and competitive games.

Another feature of game boards and games that is particularly important in appealing to individuals is that games and game boards often integrate a theme. These themes or the

environment in which the game is played, can generate great interest and are often designed around nostalgia and bring to mind times of the past. People generally enjoy events that evoke nostalgia and in a certain way carry them back to a time that they enjoy remembering and even reminiscing about.

Therefore, there is always a need for game boards and games that somehow present a game that rewards various combinations of skill and luck and at the same time evokes subjects of interest to a wide sector of our society.

SUMMARY OF THE INVENTION

The present invention entails a game board and game that is played in the context of a theme of a touring band. A game board is provided that includes a performing stage and a starting point. Between the performing stage and the starting point there is provided a network of paths that leads from the starting point to the performing stage. Tokens are provided with the game and through the roll of dice the tokens are advanced incrementally along various paths that constitute the network of paths, with the object always being to ultimately advance the tokens to the performing stage. In the course of moving from the starting point to the performing stage, each player will encounter consequences along the way and these consequences are tied to various increments denoted on the various paths. Additionally, in a preferred embodiment of this invention, the object is for a player to arrive at or on the performing stage with a select group of band members and band equipment. Therefore, to achieve this in the context of the present game, there is provided a deck of "Band Member" cards and a deck or set of "Band Equipment" cards. As each player moves from the starting point along individual paths of the network, the player will have opportunities to receive "Band Member" cards from the band member card deck and exchange "Band Member" cards among the various players. In the end, it is the object of the

game for a player to reach the performing stage with a certain number of "Band Member" cards wherein the "Band Member" cards are of a single group that represents a band. Further, along the way, as the individual players move towards the performance stage, they will be required to purchase a "Band Equipment" card that will be representative of the band equipment that will be used by the band upon arriving at the performance stage.

Other objects and advantages of the present invention will become apparent and obvious from a study of the following description and the accompanying drawings which are merely illustrative of such invention.

BRIEF DESCRIPTION OF THE INVENTION

Figure 1 is a top plan view of the game board of the present invention.

Figures 1A and 1B are key descriptions of various actions or consequences that are a result of a token landing on the various keyed increments of the paths found on the game board.

Figure 2 is a top plan view of various components that make up the game board apparatus of the present invention.

DETAILED DESCRIPTION OF THE INVENTION

With further reference to the drawings, the game board of the present invention is shown therein and indicated generally by the numeral 100. Game board 100 may conform to a number of shapes and sizes. However, in the case of the embodiment illustrated in the drawings, the game board is generally rectangular and is of a flat board construction and may be foldable.

Viewing the game board in more detail, there is provided a performing stage 112 located generally in the central area of the game board. About the left hand corner of the game board viewed in figure 1, there is a parking lot or starting point indicated by the numeral 114. Extending from the parking lot 114 and winding around the game board 100 is a network of

paths. Each of the paths is incremented. As seen in figure 1, the respective paths that comprise the network are curved or irregularly shaped. Some segments of the paths extend generally straight while portions or segments curve and turn. Viewing the network of paths, it is seen that the network includes one outer loop or path 116 that extends from the parking 114 across the bottom of the game board and turns upwardly and extends to the right hand corner of the game board. Thereafter the outer loop 116 extends generally horizontally across the upper portion of the game board and turns downwardly and extends along the left hand edge of the game board, again as viewed in figure 1, to the area of the parking lot 114 at which time the outer path turns inwardly and joins an original segment of the outer path. Connected at various points to the outer path 116 is a series of intermediate paths 118. These intermediate paths 118 again curve and turn along areas of the game board. A plurality of feeder paths 120 also form a part of the network of paths. Feeder paths 120 generally extend inwardly from the intermediate paths 118 and join a generally circular path 140 that extends at least partially around the performing stage 112. Therefore, as will be appreciated from subsequent portions of this disclosure, tokens 130 that form a part of the game board apparatus are advanced along the various paths that make up the network of paths. As seen along the various paths, there is provided arrows that dictate the direction that the tokens are to be advanced and in numerous cases the arrows appear at points where there are options. That is, at these points the player can elect to go in one of two directions. In any event, in a general way, the players will advance their tokens 130 along the paths and as will be understood from subsequent portions of this disclosure, the object in part, at least, is to reach a performing stage 112. Therefore, in the process of moving towards the performing stage 112, the players will have to navigate at least a portion of the outer path 116. At some point along the outer path 116 the player will turn into one or more of the intermediate

paths 118 or one or more of the feeder paths 120. If an intermediate path 118 is selected, then the player will eventually attempt to move from an intermediate path 118 to a feeder path 120. However, once on a feeder path 120, then the player will attempt to move to the circular path 140 in order that the player can move to the performing stage 112.

In addition to the game board that has just been generally described, the game apparatus of the present invention includes a number of card decks. In particular, there is provided a deck of "Band Member" cards 122. This deck of cards is sometimes referred to as "On Tour" cards. Further, there is a deck of cards that is referred to as "Consequence" cards 124. These "Consequence" cards 124 are sometimes referred to as "Twist of Fate" cards. Details of these cards will be discussed subsequently therein. However, at this point it should be noted that the game board 100 is adapted to receive the "Band Member" cards 122 and the "Consequence" cards 124. As viewed in figure 1, about the upper right hand corner of game board 100 there is provided a space 124a for receiving the "Consequence" or "Twist of Fate" cards 124. About the upper left hand corner of the game board as viewed in figure 1, there is provided a space 122a that is designed to receive the "Band Member" cards or "On Tour" cards 122.

Also, about the upper left hand corner, there is shown a pawn shop 126. As will be explored in more detail, the pawn shop 126 plays a significant role in the respective players obtaining band equipment, represented by a series of "Band Equipment" cards that form a part of the game.

Returning to the game board 100 it is noted that each path that forms a part of the network of paths is incremented or divided in two areas. These increments determine how far along a path a player advances after the roll of the dice 128. That is if the roll of the dice reveals a "7" then the player will advance seven increments along a path. Many of the increments

formed on the respective paths include some form of indicia thereon. The indicia is generally a directive to the player and usually involves some action or consequence. Because of the size limitation of the drawings, the indicia could not be placed on the respective increments along the paths. Therefore, a circled number has been placed on the respective increments that are intended to have indicia. These circled numbers also appear on figures 1A and 1B and adjacent each circled number is the indicia that would appear on that particular increment on the game board. For example, the circled “3” appearing in the outer path 116 about the lower portion of the game board means that that particular increment will include the indicia or phrase “Twist of Fate”. A person landing on this increment would then be required to draw a card from the “Consequence” or “Twist of Fate” deck 124. Also, in the way of another example, note the circled “8” that appeared on the game board. This refers to “Band Splits Up – Discard Three Cards”. The cards being referred to here are the “Band Member” cards or “On Tour” cards 122. In the way of another example, note the circled “47.” As indicated on figure 1B, this denotes the indicia “Release New CD – Roll Collect X \$2,000.00. This obviously means that the player rolls the dice and multiplies the number shown by the dice by \$2,000.00 and the player collects that amount from the bank.

Turning to figure 2, the components, other than the game board 100, of the game are shown therein. These components include a pair of dice 128, a series of tokens 130, a money supply 132, a stack of “Consequence” cards or “Twist of Fate” cards 124, a deck of “Band Member” or “On Tour” cards 122, and a set or deck of “Band Equipment” cards 138. The denominations of the money supply 132 may vary. For example, the denominations of the money supply 132 may include \$100s, \$500s, \$1,000s, \$5,000s, \$10,000s, and \$50,000s. Also it

should be appreciate that although the series of tokens 130 are in the form of miniature buses, the nature and design of these tokens 130 may also vary.

Further, with respect to the “Consequence” or “Twist of Fate” cards 124, the number of these cards and the consequence or indicia appearing on the cards can vary. The following is an exemplary list of the indicia or consequences that appears on a deck of “Consequence” or “Twist of Fate” cards.

CARD NUMBER	CONSEQUENCE OR INDICIA ON CARD
Card Number 1	Wading in the Velvet Sea Collect \$1,000.00 then every player rolls Lowest Score Wins Every Player gives this player 2 cards
Card Number 2	Crosstown Traffic Every player puts 2 cards face down at the same time then trade one left and one right
Card Number 3	Heart Breaker Discard 2 cards and lose next turn
Card Number 4	Miracle Keep this card face up This card counteracts any Twist of Fate card Use once and discard
Card Number 5	Sunshine Daydream Collect \$1,000.00 Make player of your choice give you 2 cards then roll again
Card Number 6	Surprise Valley Collect 1,000.00 and draw 3 cards
Card Number 7	Feeling Alright Collect \$500.00 and draw 1 card
Card Number 8	Black Peter You die Game Over Remove bus and discard all cards

CARD NUMBER

CONSEQUENCE OR INDICIA ON CARD

Card Number 9	Walkin' Roll 1 die and move forward
Card Number 10	Cosmik Debris The player to your right blind draws 3 cards from your hand then you draw 4 cards
Card Number 11	Wish You Were Here Every player moves to the same space you are on No one draws a twist of fate card and you roll again
Card Number 12	Get Back Move backwards 10 spaces
Card Number 13	The Magic Bus Move to any space within 10 spaces forward or backwards
Card Number 14	With A Little Help From My Friends Every player pays you \$500.00
Card Number 15	Shakedown Street Trade 2 cards with player of your choice
Card Number 16	Truckin' Draw 1 card and move 15 spaces
Card Number 17	Bears Gone Fishin' Blind draw 1 card from every players hand
Card Number 18	Sabotage Make player of your choice discard 3 cards
Card Number 19	CrossRoads Move to first fork in road Roll again move either way
Card Number 20	Paint It black Every player discards 2 cards even you
Card Number 21	Instant Karma Every player blind draws 1 card from your hand one at a time [clockwise]

CARD NUMBER**CONSEQUENCE OR INDICIA ON CARD**

Card Number 22

Soul SacraFice
Discard all your cards

Card Number 23

Helter Skelter
Collect \$5,00.00
Discard 3 cards then draw 3 cards then player to your right
blind draws 2 cards from your hand

Card Number 24

Piece of My Heart
Give 1 card to every player [clockwise]

Card Number 25

Mr. Fantasy
Move to any space within 12 spaces forward or backward

Card Number 26

Ramble on Rose
Draw 1 card and roll again

Card Number 27

Weight of the World
Pay \$500.00 and discard all cards

Card Number 28

Dazed and Confused
Pay \$500.00
Discard 3 cards and lose next turn

Card Number 29

Comfortably Numb
Every player pays you \$500.00 and lose your next turn

Card Number 30

Don't Stop
Roll again

Card Number 31

Dolly Dagger
Discard 2 cards and lose next turn

Card Number 32

Not Fade Away
Keep this card face up
This card counteracts the "Black Peter" card only
Use once and discard

Card Number 33

U.S. Blues
Pay \$500.00
Lose next turn

CARD NUMBER**CONSEQUENCE OR INDICIA ON CARD**

Card Number 34	Fishwater Every player gives you 2 cards at the same time
Card Number 35	Bounce Around the Room Move to any space within 10 space forwards or backwards
Card Number 36	Simpathy for the Devil Blind draw 2 cards from player of your choice and roll again
Card Number 37	Across the Universe Move to any space on the board even the stage
Card Number 38	Cry Baby Cry Pay \$500.00 and discard 3 cards
Card Number 39	Goodtimes Badtimes Draw 3 cards and lose next turn
Card Number 40	Money Honey Collect \$5,000.00
Card Number 41	Day Tripper Roll Again Move forward or backward
Card Number 42	Hell in a Bucket Pay \$500.00 Discard 2 cards Roll again and move backwards
Card Number 43	Casey Jones Pay 500.00 and roll again
Card Number 44	Makes Sense to Me Collect \$500.00 and every player gives you 2 cards
Card Number 45	Each and Every Direction Every player trades 1 card with you one at a time
Card Number 46	You Can't Always Get What You Want Pay \$1,000.00 and draw 3 cards

CARD NUMBER**CONSEQUENCE OR INDICIA ON CARD**

Card Number 47

Bargain
Pay \$1,000.00 and draw 3 cards

Card Number 48

If Six was Nine
Roll again
Sixes count as nines

It should be appreciated that the consequences described on the “Consequence” or “Twist of Fate” cards reflect song titles from popular rock songs that are recognizable by a substantial portion of our society. These song titles are so familiar that many people will identify with them and may even relate the song titles to personal experiences. Also, as indicated above, the song titles reflect the consequences of the “Twist of Fate” cards.

The object of the game is to reach the performing stage 112 with a predetermined number of “Band Member” cards 122 of the same type. That is, as noted above, the “Band Member” cards can be color-coded into groups with each colored group representing a band. The object of the game is to arrive at the performing stage 112 with a predetermined number of “Band Member” cards of the same color. In the case of the rules for one game, the object is to arrive at the performing stage with five “Band Member” or “On Tour” cards of the same color. Further, the object is to arrive at the performance stage with one “Band Equipment” card 138. Therefore, in the course of the game, each player will move his or her token 130 around the game board, and in the process will attempt to pull together a band and finally reach the performing stage with band equipment and a sufficient number of band members. It is important to appreciate that in order to be declared a winner, a player does not have to land directly on the stage, just reach the space between the stage and the “Exit”.

To begin play, each player chooses a token or bus 130 and places the token or bus in the parking lot or starting point 114. The “Band Equipment” cards 138 are placed adjacent the game

board 100 and particularly adjacent the pawn shop 126. Each player receives \$5,000.00 from the bank and five “Band Member” cards 122. Each player then rolls the dice 128. The lowest score begins play and play proceeds in a clockwise rotation. A player must always move forward unless a “Consequence” or “Twist of Fate” card 124 directs otherwise. A player only draws a “Consequence” card 124 when the player lands on a space designated “Consequence” card or “Twist of Fate” card. In this particular game, doubles do not roll again.

It is important to appreciate that each player must do precisely as directed by the “Consequence” or “Twist of Fate” cards 124. As a part of the game, there are provided “Miracle” or “Not Fade Away” cards. If a player draws one of these cards, these cards can be used to negate or cancel a directive issued by the “Consequence” or “Twist of Fate” card 124. The only cards that are drawn, discarded or traded are the “Band Member” or “On Tour” cards 122. If a player does not have any “Band Member” cards and is directed to trade or discard “Band Member” cards, then the player must pay the bank \$500.00 per card. If the player has no money and owes money to another player, the player must borrow the money from the bank. When a player borrows money from the bank, it must be properly accounted for. These loans must be paid back to the bank. If a player owes money to the bank and possesses a “Band Equipment” card, the player must sell the “Band Equipment” card for \$10,000.00. This entails discarding or giving up the “Band Equipment” card and placing it in the “Band Equipment” card deck adjacent to the pawn shop 126 and receiving \$10,000.00 from the bank.

Between turns, each player must discard “Band Member” or “On Tour” cards 122 to where that player only holds no more than 7 cards. This discard procedure should take place between each turn and before drawing, trading or rolling the dice 128. If a player rolls the dice

128 while holding more than 7 “Band Member” cards or “On Tour” cards 122, then as a penalty, that player must discard all such “Band Member” cards.

To “trade” cards means that the respective players must place their cards face down and then trade them at the same time. To “blind draw” means one player is required to spread cards out and let another player draw from that player’s cards.

It is important to note that a player can only purchase a “Band Equipment” card when he or she passes by or lands on the pawn shop 126. If the player passes by the pawn shop 126, then the player must pay \$20,000.00 to purchase a “Band Equipment” card. If, on the other hand, the player lands on the pawn shop, then the player only has to pay \$10,000.00 for the “Band Equipment” card. If, during the course of the game, a player is required to sell the “Band Equipment” card, the player must sell it for \$10,000.00 irrespective of the purchase price.

In the course of the game, a player may land on a space denoted “Rave”. Note for example, the space or increment denoted by the circled “14” appearing in the upper right hand corner of the game board 100. If a player lands on the “Rave” space, then the player rolls one die. If the die turns up an even number, the player draws “Band Member” cards 122. If the die turns up an odd number, then the player discard “Band Member” cards 122. Then the player rolls a second die. The number turned up on the second die is the number of cards that the player draws or discards.

Finally, in order to increase the difficulty of this game, a player can be required to discard down to 6 or 5 “Band Member” cards 122 between each turn. This will increase the length of the game. From the foregoing specification and discussion, it is seen that the game board and game of the present invention presents an exciting game that combines the requirements of luck and

skill in a unique way to provide for an exciting and entertaining game that is suitable to be played by people of all ages.

The present invention may, of course, be carried out in other specific ways than those herein set forth without departing from the scope and the essential characteristics of the invention. The present embodiments are therefore to be construed in all aspects as illustrative and not restrictive and all changes coming within the meaning and equivalency range of the appended claims are intended to be embraced therein.